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in: Class Habitable, Levels, Cluster I, Convergence Canon

Level 150: "The Gardens"



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Survival Difficulty: Class Habitable

- » ☐ Safe
- » ☐ Secure
- » ☐ Godlike Presence

Description



Level 150, also known as The Gardens of Bliss, is comprised of several areas. Its main area, expanded throughout most of the level, is known as "The Gardens". It hosts flora of all kind from **The Frontrooms**, neatly organized and beautifully displayed. The Rose Gardens, Tulip Gardens and Lily Gardens are the most popular. It follows a regular day night/cycle, and mainly assumes a moderate climate.

Those who enter this level will find themselves unable to feel any anger or violent tendencies within it, due to a calming effect produced by the

level's environment. It also prevents any wanderer from being hurt or becoming sick.

Other than the gardens, the main area has a large building at its center. It's known as the "Palace of Bliss" and resembles a large purely white cathedral. Inside of it, flowers still grow on its grass flooring. The Palace of Bliss has several rooms that can be reached by going up the large stairs or elevators that are scattered throughout it.

One of these rooms is known as the "Park Area", following it, there is the "Library", the "Relaxation room" and the "Balcony". Each of these rooms has a different kind of flower garden that grows in it's premises.

The level is perfectly safe and has infinite resources, thus making it perfect for prolonged stay. It's devoid of dangerous creatures and under the protection of an entity known as "The Priestess", who takes care of anyone inside the level's premises. She is known to have created the level and opened access to it for anyone in need.

Palace Rooms

Park Area

The Park Area is a relatively large room in the Palace of Bliss that resembles a park in the Frontrooms, having several benches and a playground built within it. A large fountain is in its center, which is surrounded by a garden of roses of all colours. The Park Area is the most visited location by wanderers due to its appealing environment and comfortable nature. It's also a perfect

location to stock on supplies, thanks to the various fruit trees and planted vegetables that can be found all across it. Any kind of gathered fruit or vegetable is edible and is known to have a delicious and fresh taste.

The Library

The Library is extremely spacious, containing several bookshelves that are organized between different sections of the room based on genre. The various sections are: Fantasy, Historical, Horror, Thriller, Romance, Comedy, Tragedy, Mystery and Sci-Fi, with a section for children friendly books also being present. It's the perfect place to learn all kinds of information or merely pass the time. The

garden growing inside it is of red wildflowers.

The library is kept in check by a being known as the "**Librarian**", a tall gray haired humanoid entity that often stops wanderers to chat about poetry and scientific topics. Alongside the Librarian, another humanoid entity known as "**Alchemist**" is often present in the level's premises. The two are always seen doing some kind of research and studying together. Lastly, there is a second Librarian entity that is seen at the left side of the Library, unlike the first Librarian, he is more abstract looking and reserved.

The Relaxation room

The Relaxation room is comprised of two separate areas, a bar area and a pool area. The bar area resembles a regular Frontrooms pink bar, having a great numbers of seats and tables and comfortable armchairs too. It also has an automatic food and drink order system that allows wanderers to order something and receive it without the assistance of a waiter. A large vintage jukebox can be found nearby the bar stand, which is utilized to change the peaceful ambience music whenever is needed.

The second area, known as the "Pool area", has several medium sized pools surrounded by gardens of lavender all across it. Anyone can bathe inside the pools and change their temperature based on personal preference. It's possible to add ambience music through a radio that is found exactly nearby each singular pool. Several self care products like face masks and creams can also be found placed nearby it.

The Balcony

The Balcony is the last room present within the Palace of Bliss. It resembles a long Balcony that faces the main area of the level. It's provided with several beds to sleep on and many wanderers visit this area after a long day of hard work for a well deserved rest. It's also a great place for photos and stargazing.

The breeze on the Balcony, paired alongside the warm weather, makes this location to perfect place to settle in.

Entitles

The Priestess

The Priestess, who also calls herself Philia, is the creator and caretaker of the level. She resembles a tall woman with long wavy pink hair, light pink eyes, and unconventional clothing and accessories. She is often seen wearing a long white dress with a golden rope around it, golden bracelets around her wrists, a golden head piece resembling a pair of wings, and a golden necklace with a pink jewel in the middle. At the center of her dress is a large heart shaped jewel.

She possesses a large pair of wings allowing her to fly at high speeds, which she can manifest and dematerialize at will. She has often been spotted with a white veil adorning her head, or a flower crown of pink roses. She carries a large pink staff with her at all times, which can be turned into a bow with a set of arrows. However, she claims to rarely use these weapons.

She is also blind. She claims it happened was due to an accident. So in order to move around the level, she utilises her staff as a walking cane.

She is an amicable and kind entity, sometimes also described as flirtatious and motherly. She takes care of each wanderer that is staying in her level and is very cooperative with research.

Philia is capable of healing wanderers with her extremely powerful abilities, while also being able to create anything she desires inside of the level. Including new areas or resources. She is incapable of feeling aggression, anger or hatred. Thus, she will always be kind and polite towards any being.

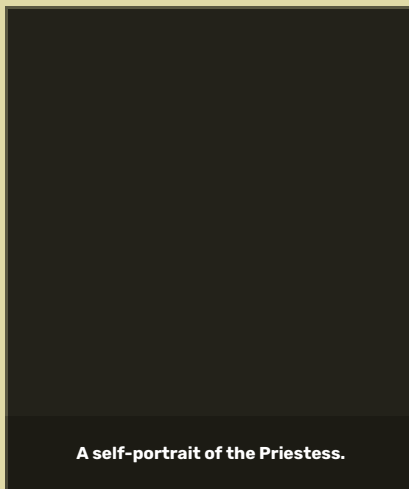
The origins of her existence are obscure, and The Priestess seems to often avoid questions about her past. She claims such knowledge is unneeded, as it's best to focus on the present time. To this day, it remains a mystery.

Variants

Variants are known to be a native entity to level 150. Each being that is part of this species has a completely different appearance than another, thus making it impossible to determine a general description. What can be said about them however, is the fact that the Priestess described them as "Versions of her friends" that she created in order to grant them the ideal life they always desired. All of them are capable to act like a regular being, as Philia explained, they also share mostly similar memories to their original counterparts, apart from negative ones.

So far, Philia has only confirmed the identity of two of these Variants. One being the Keeper of the level, that is a variant entity of the Keymaster, while the other being the Knight of the level, who is a variant of the Crimson Wanderer. Philia described to have known the two beings for centuries and to feel a deep affection towards them, however, whenever questioned about it she looks fairly melancholic.

The Variants usually spend their time doing various relaxing activities around the level, most can be found in the Park Area or the main area. Others can be in more obscure and specific locations.



A self-portrait of the Priestess.

Communities and Outposts

Floral Enthusiasts

- Wanderers who live in the level. They are around 2000.
- They are open to talking, trading and helping one another.
- They are amicable, peaceful and very knowledgeable about the level.
- Mainly settled around the gardens and the Balcony.

Entrances and Exits

Entrances

- Entering a door in **The Hub** caked with moss, using a **level key** that appears as a flower.
- No-clipping into the seafloor during the Verdant Phase of **Level -110**.
- No-clipping from **Level 0**.
- Entering a door labeled "Employees Only" in a flower shop in **Level 234**.
- Bathing in the fountain of the Dawn Greenery within the **Hallowed Gate**.

Regardless of the means of entry, one will always wake up buried in dirt next to a bed of flowers within this level. Reports indicate that this is not a very pleasant experience.

Exits

- Rearranging books in The Library will lead to **Level 906** or **The End**..
- Diving to the bottom of the pool in the Relaxation Room will lead to **Level 37**.

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